NINTENDO SWITCH™

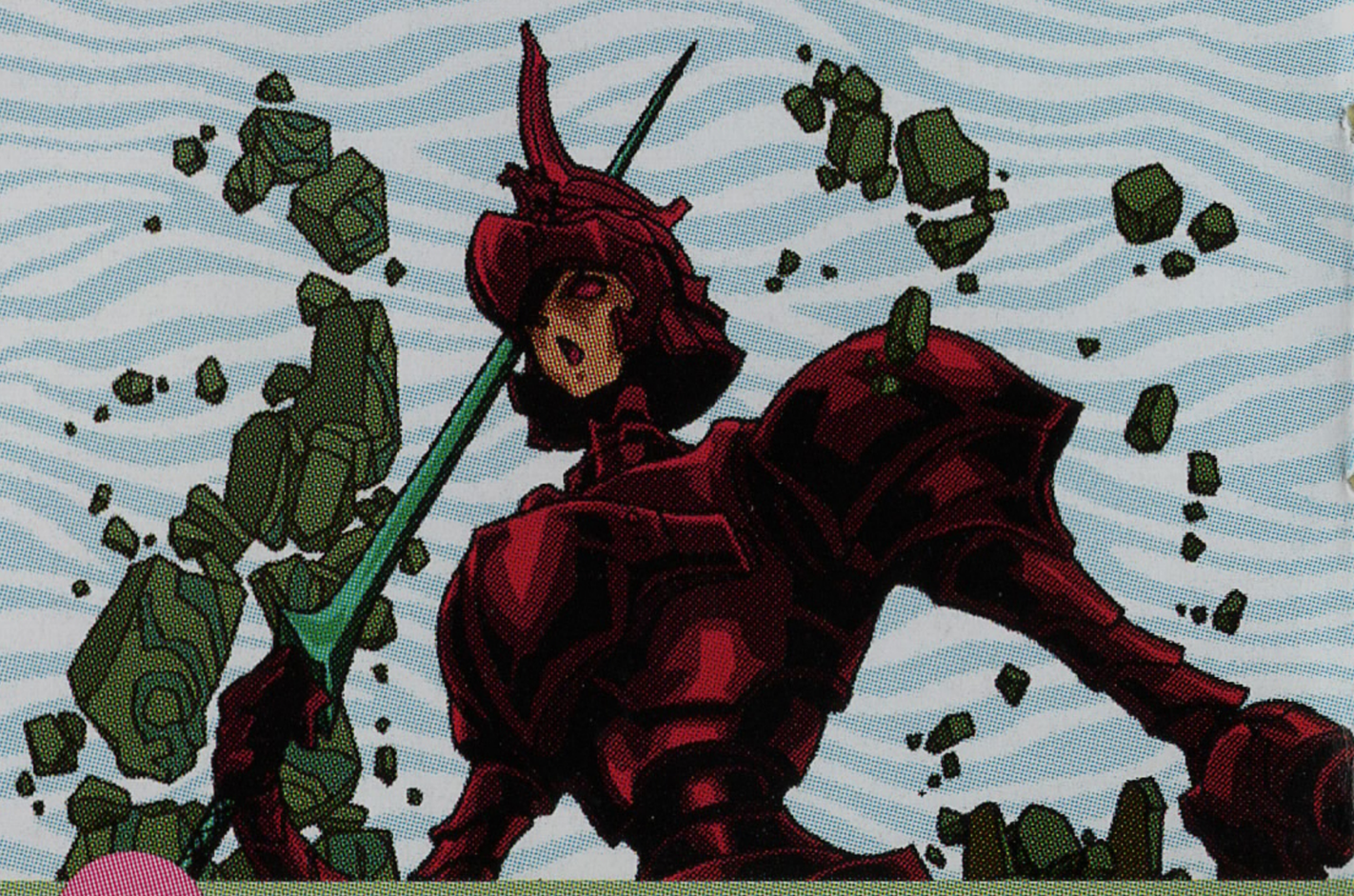
FANTASTIC NIGHT DREAMS

COTTON™ Reboot!

Manual

Story

One day, a wave of darkness suddenly upset the prism of light and began to suck out all of the brightness in the world. The night went on and on, the morning light was lost, and people lived uneasily in the darkness. On the other hand, Cotton, a greedy wizard who doesn't care about such things at all, is oblivious to the fairy Silk's call for help. However, when he hears that he can get his favorite food, WILLOW, by defeating a demon, his eyes light up! Anyway, Cotton's journey to find WILLOW begins... right?



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CONTROLS

Activate Fever

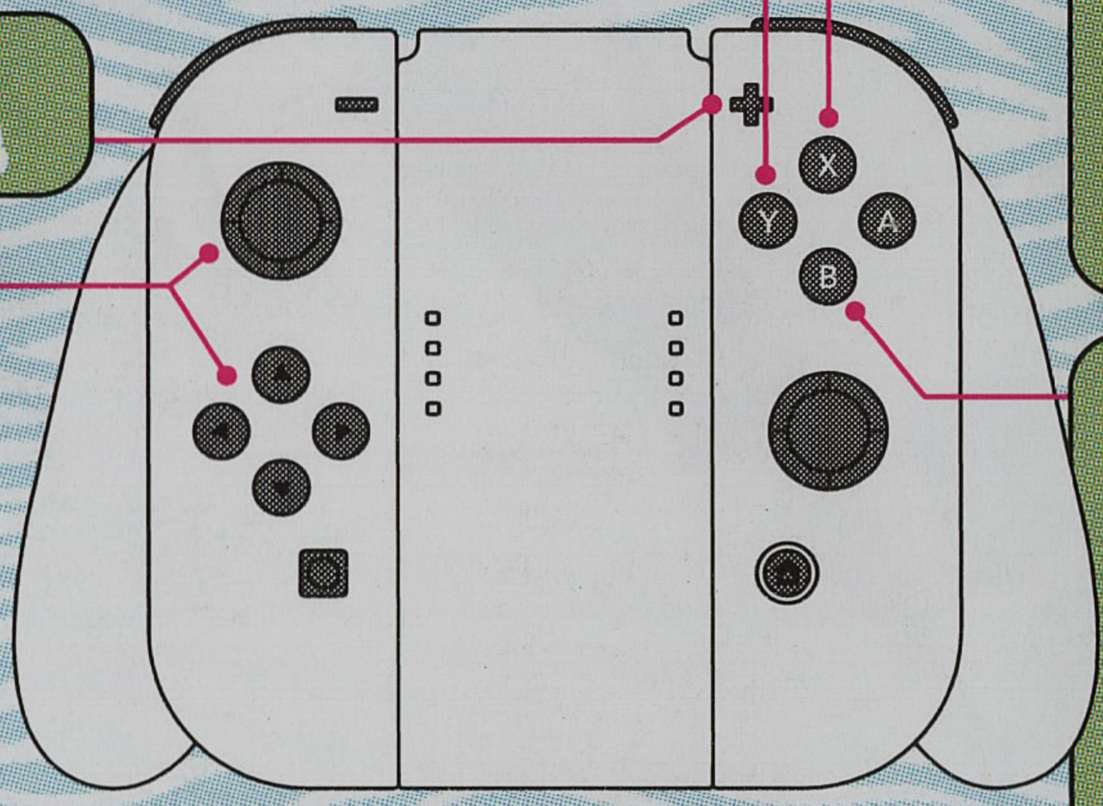
When the MAX gauge is full, press to activate the Jewel Fever magic.

Shot+Bomb

Auto shot. Press & hold to fire! Also, press during a fairy call for a special fairy magic attack!

Game start
Pause menu

Move



Magic/ Fairy Call

Press once to fire "Magic"

When pressed during a fairy call, you can use "fairy magic attack".

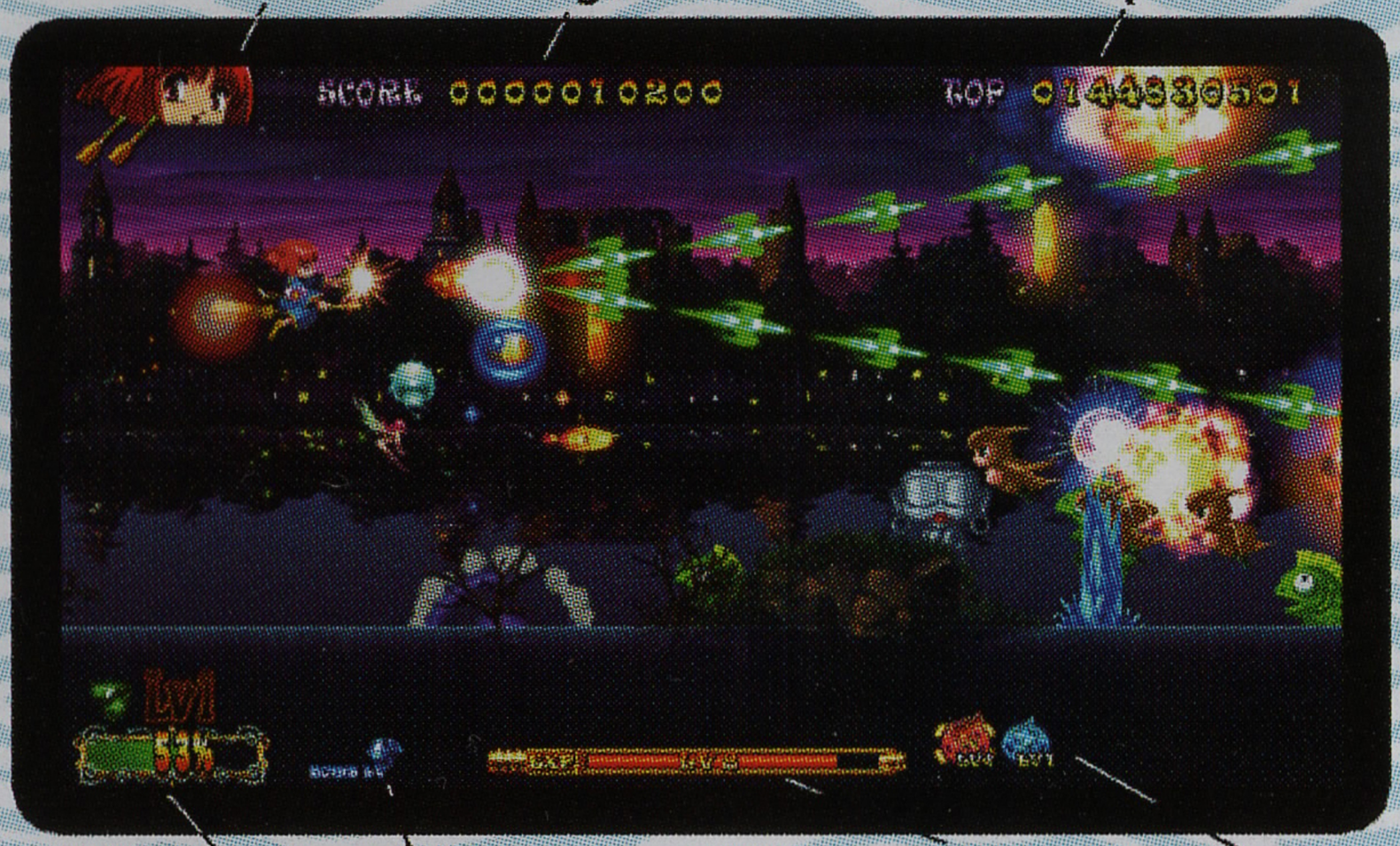
MAIN MENU

ARRANGE MODE	Play the new arrange mode with new graphics, music and magic attacks
X68000 MODE	Play the classic original home computer version from Japan!
TIME ATTACK	Set a timer and beat the high score, either 2 minutes or 5 minutes
RANKING	View the high score rankings
OPTION	Change various settings such as difficulty, controls and sound
GAME MANUAL	Learn the basics of Cotton with Cotton herself and Silk

OPTIONS

GAME SETTING	Change settings such as difficulty, player character, and languages
CONTROLLER SETTING	Change button mapping and control layout
SOUND SETTING	Change for music, sound effects, voices and style of music in-game

BASIC OPERATIONS



SHOT

The player will gain experience from collecting crystals, and the shot level will increase. The maximum shot level is 12 before reaching MAX.

BOMB

A bomb that falls in a pattern in front of the player (Cotton).
The level increases by 6 levels depending on the item.

JEWEL FEVER

It's New!

Kill enemies to collect enery and fill the fever gauge. When the meter reaches 100%, unleash the Jewel Fever.

FAIRY ATTACK

The fairy flies forward and attaches itself to the enemy for a concentrated attack.

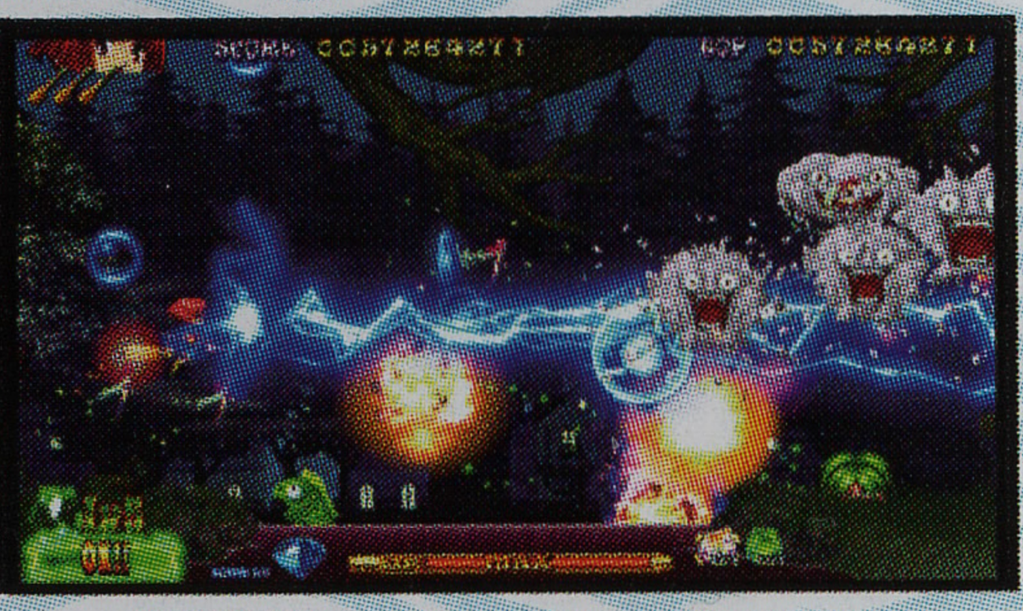
MAGIC

Fire Dragon

Red crystal magic.
Shoots out a high-powered "fire dragon" in front of you.

Thunder

Blue crystal magic.
Shoots out a thunderbolt of sustained damage in front of you.



Bomber

Purple crystal magic.
If it hits an enemy, it will explode!
Massive damage with a single blow!

Summon

Green crystal magic.
Summon massive amounts of meteorites to bury all your enemies!

FAIRY MAGIC

Fighter Silk

Fairy magic of the "fire dragon". The fairies chase the enemy for a certain period of time.

Barrier

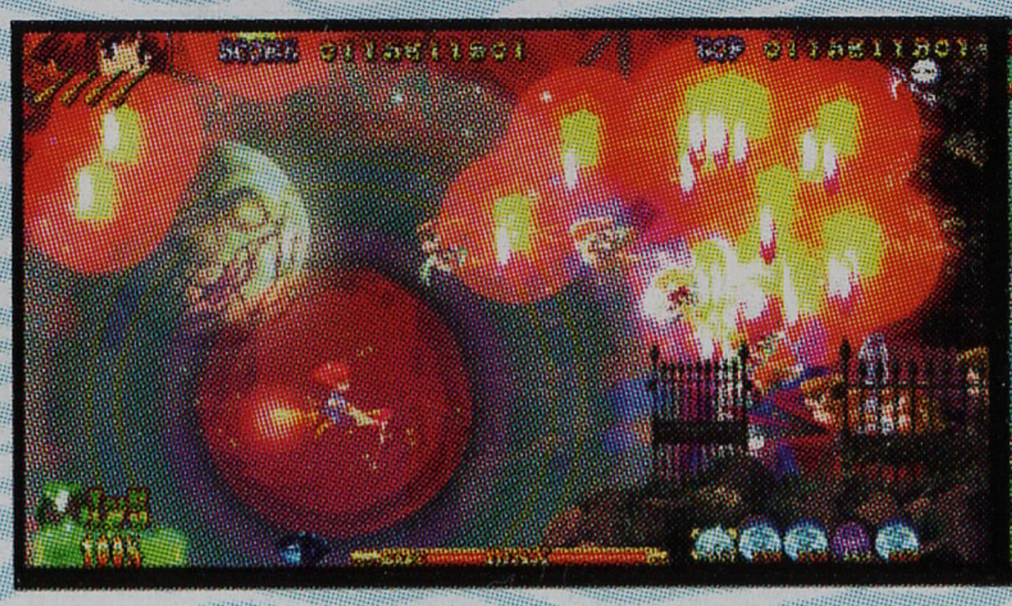
It deploys a defensive bubble around Cotton, protecting her for a certain period of time.

Go Dark!

It turns all the crystals in the screen into "black crystals" and collects them automatically.

Blessing

Damages enemies in the screen and turns all defeated enemies into yellow crystals.

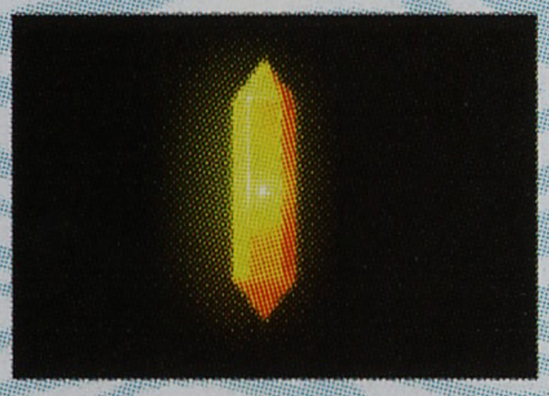


ITEMS!

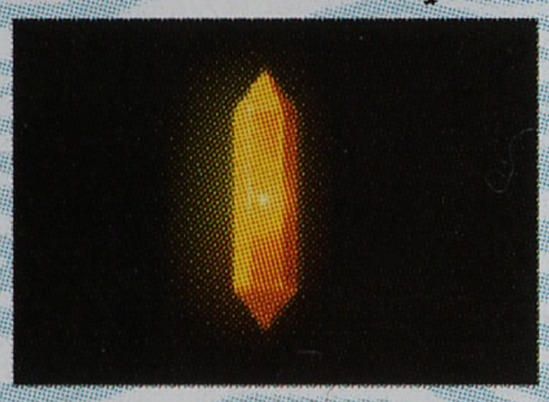
CRYSTALS

Appears when you defeat an enemy. The color changes every time you shoot it with a shot or bomb. However, if you shoot them too many times, they will disappear.

YELLOW CRYSTAL... Increase experience (small)

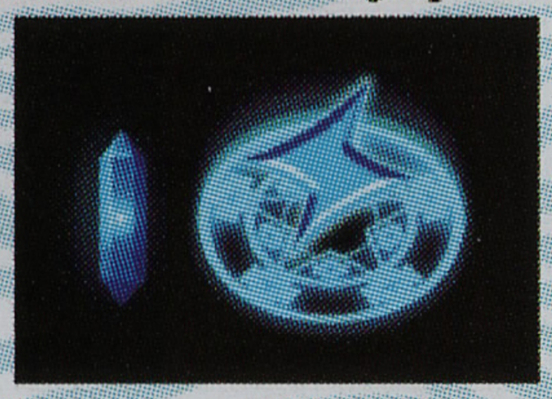


ORANGE CRYSTAL... Increase experience (large)

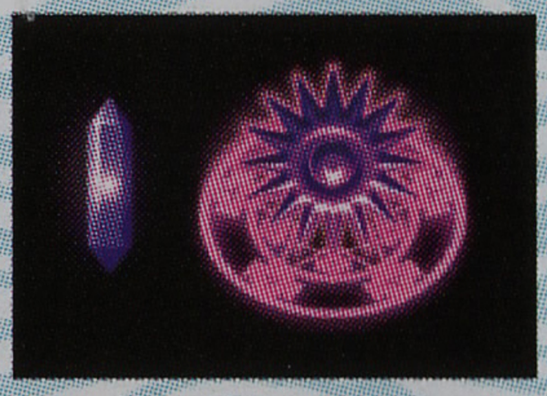


RED CRYSTAL... Fire dragon magic power

BLUE CRYSTAL... Thunder magic power



PURPLE CRYSTAL... Bomber magic power



GREEN CRYSTAL... Summon magic power

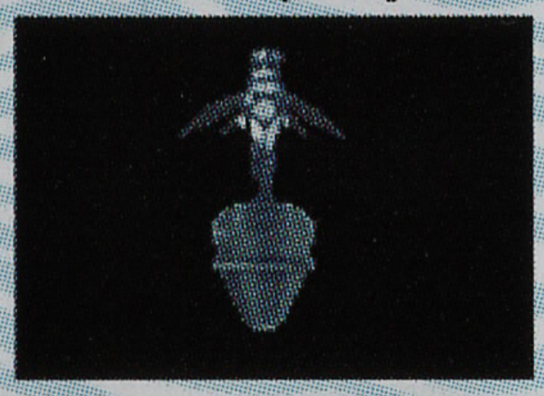
BLACK CRYSTAL... Score points multiplier

ITEMS!

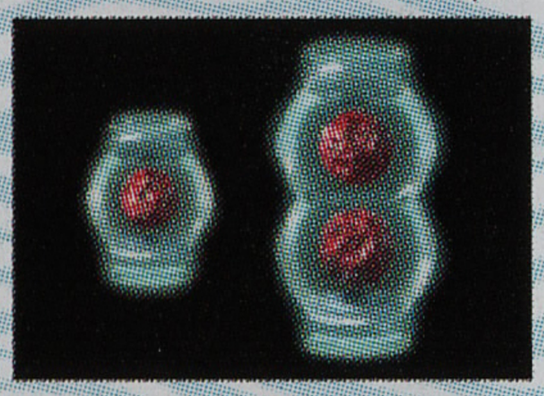
OTHER

There are various powerups and special items to gather across the stages, When you see them, make sure you pick them up as quickly as you can!

FAIRY STONE... Extra fairy companion



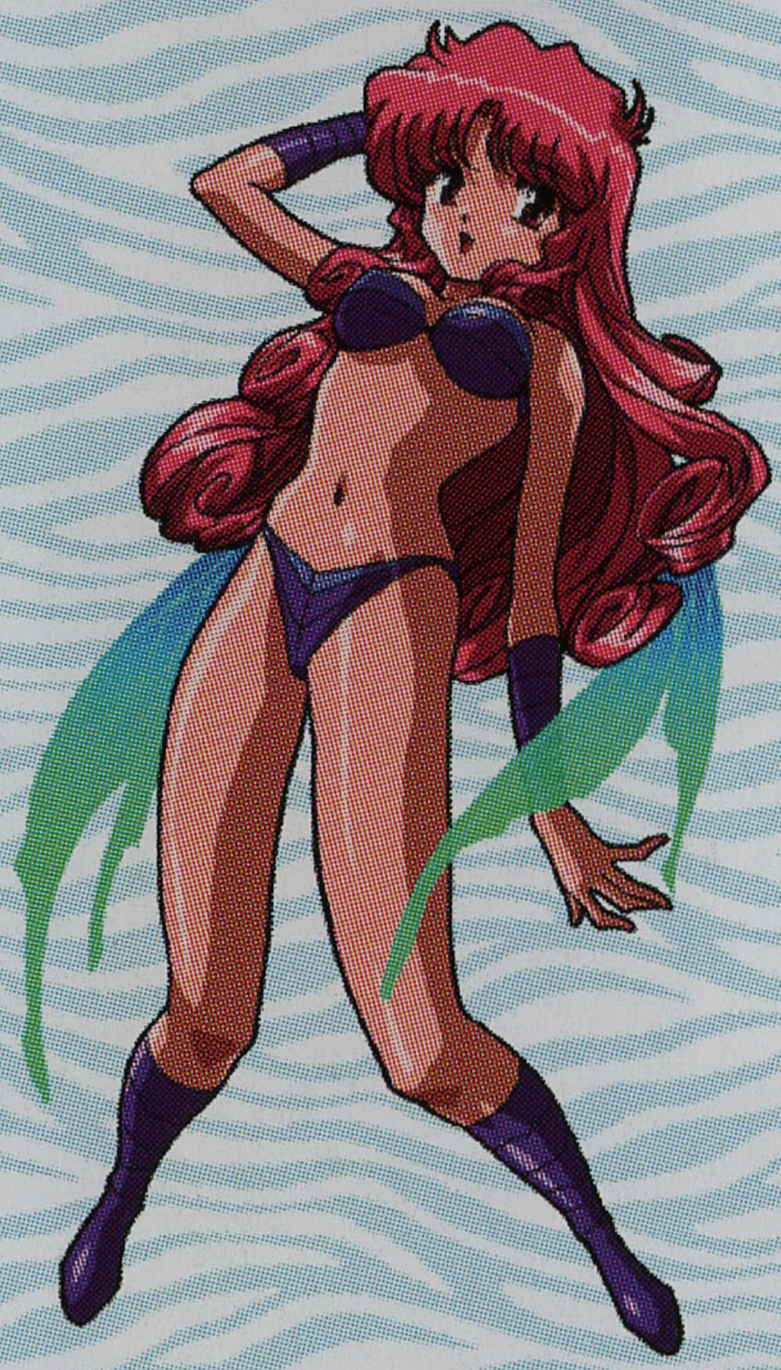
BOMB ITEM... Increase bomb level (1x/2x)



WHITE TEA... 100 bonus points

RED TEA... 500 bonus points

JEWEL FEVER ENERGY... fever gauge increase



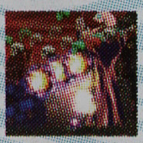
STAGES!

STAGE1 LAKE→OUTSKIRTS OF TOWN

ENTER THE FAIRY WORLD! THE BATTLE BEGINS AT THE OUTSKIRTS OF TOWN. THE BOSS IS A LARGE-FACED HIRATA.

STAGE2 FOREST→GRAVEYARD

GO THROUGH THE FOREST AND GO TO THE CEMETERY WHERE ZOMBIES HANG OUT. THE BOSS IS GRIM REAPER, THE GOD OF DEATH.



STAGE3 SKY ISLAND→TEMPLE GATE

THE BATTLE INTENSIFIES ON THE ISLAND IN THE SKY! THE BOSS WAITING FOR YOU AT THE ENTRANCE OF THE TEMPLE IS MEDUSA!

STAGE4 INSIDE THE TEMPLE

THE INSIDE OF THE TEMPLE IS FILLED WITH PILLARS OF SPIKES. DESTROY THEM AND PROCEED. THE BOSS IS MOLA.

STAGE5 TEMPLE EXIT→SEWER

THE NUMBER OF ENEMIES IS UNBELIEVABLE. USE MAGIC AND FAIRIES. THE BOSS IS CYCLOPS.

STAGE6 LAVA CAVE

WATCH OUT FOR THE FIRE TRAPS! THE CASTLE IN THE FAIRY WORLD IS ALMOST HERE! THE BOSS IS DRAGON!

CRB-LE-NSW-MAN-EN

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